Amendments to the Claims:

Please cancel claims 4, 8 and 37 without prejudice to or abandonment of the subject matter therein and please amend claims 1-3, 12, 35, 36, 40, 41 and 53-57 as follows wherein additions are indicated by underlining and deletions are indicated by crossouts or brackets or both, and please enter the amended claims in the record of the case. This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (CURRENTLY AMENDED) A method for customizing scene content, according to a user or a cluster of users, for a given stereoscopic display, comprising the steps of:

a) obtaining customization information ~~about the user~~describing a capability of a user to fuse stereoscopic images;

b) obtaining a scene disparity map for at least one of a pair of given stereo images and[[/or]] a three-dimensional (3D) computer graphic model;

c) determining an aim disparity range for the user;

d) at least one of generating a customized disparity map and[[/or]] rendering conditions for a three-dimensional (3D) computer graphic model correlating with the user's fusing capability of the given stereoscopic display; and

e) at least one of applying the customized disparity map and[[/or]] rendering conditions for one of rendering [[or]]and re-rendering the stereo images for subsequent display.

2. (CURRENTLY AMENDED) The method claimed in claim 1, wherein the customization information includes at least one of a user profile and[[/or]] a rendering intent subject to a predetermined task choice and/or skill level.

3. (CURRENTLY AMENDED) The method claimed in claim 1, further comprising [[the]]a step f)[[of]] comprising at least one of:

(i) obtaining display attributes prior to determining the aim disparity range for the user,

(ii) displaying the stereo images compatible to the user's capacity for fusing stereoscopic imagery, and

(iii) determining a viewing distance of the user.

4. (CANCELED)

5. (ORIGINAL) The method claimed in claim 1, wherein the stereo images or 3D computer graphic model are obtained.

6. (ORIGINAL) The method claimed in claim 1, wherein the scene disparity map is obtained for rendered stereo images.

7. (ORIGINAL) The method claimed in claim 1, wherein a scene convergence point and depth information are obtained from the 3D computer graphics model.

8. (CANCELED)

9. (ORIGINAL) The method claimed in claim 1, wherein the step of generating a customized disparity map further includes using the scene disparity map for specific scene content and the aim disparity range according to the user in combination with a predetermined mapping function.

10. (ORIGINAL) The method claimed in claim 9, wherein the predetermined mapping function is dependent on a region of interest.

11. (ORIGINAL) The method claimed in claim 10, wherein the region of interest is dynamic.

12. (CURRENTLY AMENDED) The method claimed in claim 1, wherein the rendering intent ~~can be~~ is dependent on skill of the user within a stereoscopic viewing environment.

13. (ORIGINAL) The method claimed in claim 1, wherein the rendering intent correlates to a type of task that the user will perform in a stereoscopic viewing environment.

14. (ORIGINAL) The method claimed in claim 1, wherein the step of generating the customized disparity map includes a re-mapping process.

15. (ORIGINAL) The method claimed in claim 1, wherein the step of generating the customized disparity map is accomplished by applying a linear transformation to the scene disparity map.

16. (ORIGINAL) The method claimed in claim 1, wherein the step of generating the customized disparity map is accomplished by applying a non-linear transformation to the scene disparity map.

17. (ORIGINAL) The method claimed in claim 14, wherein a plurality of disparities in the scene disparity map are increased after re-mapping the customized disparity map.

18. (ORIGINAL) The method claimed in claim 14, wherein a plurality of disparities in the scene disparity map are decreased after re-mapping the customized disparity map.

19. (ORIGINAL) The method claimed in claim 10 wherein the region of interest is based upon a measurement of fixation position.

20. (ORIGINAL) The method claimed in claim 10, wherein the region of interest is based upon a map of probable fixations.

21. (ORIGINAL) The method claimed in claim 1, wherein the step of determining an aim disparity range undergoes a calculation based on parameters selected from the group consisting of a viewing distance for the user and the display attributes.

22. (ORIGINAL) The method claimed in claim 1, wherein the step of generating rendering conditions for a three-dimensional (3D) computer graphic model includes computing a location, an orientation, a focal distance, a magnification and a depth of field correlating to a pair of simulated cameras.

23. (ORIGINAL) The method claimed in claim 1, wherein the step of applying the rendering conditions involves modifying one or more of a set of correlating camera measurements that include camera location, orientation, focal distance, magnification and depth of field.

24. (WITHDRAWN) A method for determining an aim disparity range for stereoscopic imaging, comprising the steps of:

a) obtaining a stereoscopic display user's identifier;

b) determining whether the stereoscopic display user has a user profile;

c) retrieving a found user profile for the stereoscopic display user;

d) creating the user profile where no existing user profile is found;

e) obtaining rendering intent correlating to the stereoscopic display user; and

f) calculating the aim disparity range subject to above steps.